

GORE AND GLORY



SP
GAMEZ

GORÉ AND GLORY TABLE OF CONTENTS

Model Stats (Page 1)	Combat (Pages 4-5)	Equipment (Pages 8-10)
Size	Attack Sequence 4	Weapons 8
Active/Reactive Player	Damage Threshold 4	Armor 9
Natural/Modified Dice	Damage Markers 4	Shields 9
Rerolls	Bloodied 4	Special Items 9
Stat Checks	To Hit Modifier 5	Weapon Traits 9
Opposed Stat Checks	Massive Bulk 5	Equipment Lists 10
Difficulty Modifier	Size Modifier 5	
Within vs Wholly Within	Combat Modifiers 5	Warband Creation (Pages 11-12)
	Injury Chart 5	Character Creation Process 11
		Upgrade Table 11
Line of Sight and Arcs (Page 2)	Spells and Magic (Pages 6)	Encumbered 12
Line of Sight	Cast Action	Gold and Equipment 12
Front and Rear Arcs	Casting Sequence	
Actions (Pages 2-3)	Unstable Magic Chart	Game Setup (Pages 12-15)
Action Pool 2	Spell Targeting Traits	Start of Game 12
Push It 2	Summoning Spells	Terrain 12, 13
Abilities 3		Determine Deployment Zone 13
		Place Objective Markers 13
Movement (Page 3)	Recovery, Maladies and Shaken (Pages 7-8)	Objective Markers 13
Move	Recovery Action 7	Determine Mission 14
Disengage	Recovery Table 7	Mission List 14
Rotate	Maladies 7	Deploy Warbands 15
Hindered Movement	Shaken 8	Deployment Maps 15
Climbing/Jumping		
Falling		
		Game Turn Structure (Page 16)
		Turn Order
		Objective Phase
		Activations Phase
		Scoring Phase
		Controlling Objective Markers

Model Stats

Combat Skill (Cs)
Mind (Mi)
Agility (Ag)
Body (Bd)
Morale (Mr)

Stat Limits

A model's stats may never be higher than 10 or lower than 1.

Active Player

The Active Player is the Player whose turn it is to activate a model.

Reactive Player

The Reactive Player is the Player who is not currently the Active Player

Stat Checks

When your model is required to make a Stat check, roll a d6 and add the Difficulty Modifier (DM). If the Modified Roll is equal to or under the model's relevant Stat, then you are successful. If the result of the Modified Roll was higher than the relevant stat, then Stat Check has failed. A Natural Roll of 1 is always considered a success and Natural roll of a 6 is always considered a failure.

Difficulty Modifier

Some stat checks will have Difficulty Modifiers (DM). This can be a positive or negative number and is added to the relevant roll.

Opposed Stat Checks

Sometimes a rule will require a model to make an opposed stat check with another model. In that case each player will make the relevant Stat Check using the chosen model's stats. If a player succeeds and their opponent did not, then the model that passed the stat check is the winner. If both players fail or succeed the stat check, then the player with the highest Unmodified Roll is the winner. If both models succeed and the Unmodified rolls are equal, then the Opposed Stat Check is a failure for both models. A Natural Roll of 1 is always considered a success and Natural roll of a 6 is always considered a Failure.

Size

Each model will have a size characteristic ranging from 0 to 3. The base sizes for each size and a Height (are listed below. All bases are round and measured in mm. A model's volume encompasses the diameter of its base and is considered as tall as its Height in inches.

Size 1- 30mm Height: 1.5"

Size 2- 40mm Height: 2.5"

Size 3- 60mm Height: 3.5"

Natural Dice/Modified Dice

The number rolled on the dice before any modifiers are added, is considered a Natural Roll. After any modifiers are added to a dice roll, it is considered a Modified Roll. If a rule states a Natural Roll ignore all modifiers.

Rerolls

Some rules will allow a model to reroll dice. Rerolls may not be rerolled and the second roll must be used

Within vs Wholly Within

A model is considered Within if any part of its Base is in range, a model is considered Wholly Within if its base is completely within range. A model is always considered Within and Wholly Within itself.

Line of Sight

A model is considered to have Line of Sight (LOS) to another model if you can draw an unblocked line from any part of your models' volume to any part of the other models Volume. In addition, a model only can draw LOS to another model if it is within its Front Arc.

Front and Rear Arcs

Each Model's base is separated equally into two halves called the Front and the Rear Arcs. Certain rules such as LOS use these Arcs to determine what a model can see in front of them, and (usually) what is out of their sight. The Front arc of a model's base should be easily distinguishable, and the model should be placed on the base accordingly to avoid any confusion.

Action Pool

A model's Action Pool is equal to its level +3. Models gain Action Points equal to its Action Pool, which are used to perform Actions. Each Action has an Action Point Cost (AP) that may be modified with Spells, Abilities, or Traits. Action Points that are spent during a turn from its Action Pool are lost. Any Action Points left over at the end of a Scoring Phase are lost. All models gain Action Points equal to their Action Pool at the end of each Objectives Phase. A models Action Pool can be modified by a model being Bloodied, or affected by certain Spells, or Abilities.

Push it

At the beginning of any model's Activation, its owner may declare that the model will Push It. If a model chooses to Push It, it adds (2) Action Points to its Action Pool. A model may not use the Recovery Action during a turn in which it chooses to Push It. In addition, after the model has finished its Activation, it gains (2) Fatigue Markers. A model may Push It once per game.

Actions

All Actions are listed below. A model may perform any number of Actions, in any order it chooses during its Activation. A model must finish its current Action before performing another but may perform the same Action more than once unless otherwise stated.

MOVE

DISENGAGE

ATTACK

DEFEND

CAST

ABILITY

RECOVER

ROTATE

MOVE

A Move Action costs (1) Action Point. For each Move Action taken, you may move the model up to 4". A model may move in any direction but may not finish its movement overlapping enemy, or friendly models volume. A model must also end with its base flat on the table or a terrain feature. A model may rotate its base as many times as it wishes during a Move Action. A model may not perform a Move Action if it is in base contact of an enemy model unless it first performs the Disengage Action.

Hindered Movement

Sometimes Maladies, Abilities, Terrain, Spells, Traits or certain Move Actions will cause a model to suffer Hindered Movement. Hindered movement reduces the amount moved by a Move Action to 2". Hindered Movement penalties do not stack.

Climbing/Jumping

To Climb over an obstacle, and/or Jump a gap you must first spend an Action Point. This Action Point spent to Jump or Climb does not grant a 4" move. The distance up/down and across a gap is counted as Hindered Movement. A model may perform any number of Move Actions to climb or jump a gap in succession. If a model does not have enough Action Points to clear an obstacle or gap, then you may not perform the Action. If a model wishes to perform multiples Climbs and/ or Jumps in a turn must spend an Action Point each time.

Falling

A model may never voluntarily fall. Certain Traits, Spells, Attacks or Abilities may force a model to move off a piece of terrain. If this would force any part of a models base off an edge, then it will fall. In this case, place the model as close to the edge which it fell, onto the nearest lower level where its base can fit. If there is no place for the base to fit, place it as close to the point as possible. This can cause a model to fall further until it's base can be placed. The falling model must roll on the Injury Chart. If a model falls more than twice it's Height, add +2 to the roll

DISENGAGE

If a model is in base contact with an enemy model, you may perform a Disengage Action by spending (1) Action Point. It's next Move Action can be performed even if it is in base contact with an enemy model

ROTATE

This Action may be performed when a model is the target of a Cast, Ability, or Attack Action. After the Action is completed, the target model may spend (1) Action point and rotate its base in any direction.

ABILITY

Some characters have Abilities they can use during the game. Abilities come in two types. Active, and Reactive. Active Abilities may only be used during the Active Players Activation, and Reactive Abilities may be used at any time the Ability states. These have an Action Point cost that must be paid to use the Ability. Some Abilities will state when they can be used, otherwise, they can be used at any point during a model's Activation. Each Ability will have a different effect and is stated on the Ability. All Abilities can usually be activated multiple times during an Activation, as long as the model has the required Action Points. A model may only be affected by an Ability of the same name once per turn, unless otherwise stated.

ATTACK

Models may make an Attack Action against an enemy model that is in range and LOS. Close Combat weapons may be used if you are in base contact with an enemy model (unless the weapon has the Reach Trait). Ranged weapons may be used if you can draw LOS to the target and it is in range. A model may not perform a Ranged Attack Action if an enemy model is within 1" of its Volume. An Attack Action made with a Close Combat Weapon is considered a Close Combat Attack, and an Attack Action made with a ranged weapon is considered a Ranged Combat Attack. Each Attack Action costs (2) Action Points. You may make as many Attack Actions during an activation as long as you have the required Action Points. The model making the attack is considered the Attacker, and the model being targeted considered the Defender.

Attack Sequence

1- Choose Target

2- Spend Required Action Points

3- Compare the Attackers Cs to the Defenders Ag using the chart below. This is the To Hit Modifier

4- Roll a d6 and add all modifiers including the To Hit Modifier. If the Modified Roll is a 4+ the Attack is Successful and move to step 5 and 6. A Natural Roll of a 6 is always a Success and a Natural Roll of a 1 is always a failure.

5- The Attacker must roll a D6 and subtract the Defender's AV. If the Modified Roll is a 3+, then the Defender gains an Injury Marker. If the Attacker fails the roll, the Defender gains a Fatigue Marker. A Natural Roll of a 6 is always a Success and a Natural Roll of a 1 is always a failure. This is the Damage Roll

6- If the To Hit Roll was successful, the Defender must take a Body Check. Increase the DM of this check by the size modifier. This is the Injury Test. If the Injury Test is failed, the Attacker must roll on the Injury Chart, and apply the result to the Defender, adding in any modifiers. This is the Injury Roll.

Damage Threshold (DT)

A model's Damage Threshold is equal its Body Stat plus its Level and is determined before the game begins and cannot be changed during a game even if the model's Body stat is changed. After a model gains any Damage Markers, count the total number on the model. Each Injury Marker counts as 1 and every two Fatigue Markers count as 1. This is the model's Total Damage. When a model's Total Damage is equal to half of its Damage Threshold (rounding up), it is considered Bloodied. When a model's Total Damage is equal to its Damage Threshold, it is removed as a Casualty.

Damage Markers

There are two types of Damage Markers, Fatigue, and Injuries. These are represented in game with two different types of tokens, Fatigue Markers, and Injury Markers. These tokens are placed on the model's stat card when a rule or ability says to "gain (X) Fatigue/Injury Marker. X is the number of relevant markers gained.

Bloodied

When a model is Bloodied, it receives a -2 Penalty to all of its stats to a minimum of 1. In addition, enemy models receive a +1 bonus to their Injury rolls against this model. Finally, this model's Action Pool is reduced by Half, rounding fractions up. A model is no longer considered Bloodied when it has less total Damage than half its DT (rounding up).

Massive Bulk

A model is considered to have the Natural Weapons Trait against models that have a lower Size. In addition, when models of a larger Size are the Attacker, and if they successfully damage the target, the Defender gains an additional Injury Marker.

Size Modifier

When making an Attack Action, subtract the Defenders Size from the Attackers Size. Add this Value (positive or negative) to the DM of the Injury Test (Step 6 of the Attack Sequence).

Close Combat Attack Action Modifiers

Outnumbered- Whenever a model is the Defender during a Close Combat Attack Action, and there are two or more enemy models within 1" of the its volume, the target model receives a -2 penalty to its Ag stat for the duration of the Attack action. An enemy model does not count for the Outnumbered Penalty if it has two or more enemy models within 1" of it's volume.

Ranged Combat Attack Action Modifiers

Cover- If the Defender is in Cover, it receives a +2 to its Ag stat during step 4 of the Attack Sequence if it is targeted by a Ranged Combat Attack Action. A model is in Cover if an imaginary line from the center point of the Attackers base to the center point of the Defenders base crosses across any terrain features or models. Ignore any terrain that the Attacker is in base contact with when determining if a model is in Cover.

On the Move- If the Attacker made a Move Action during it's current Activation, it receives a -2 Penalty to it's CS stat during step 4 of the Attack Sequence if it makes a Ranged Combat Attack Action.

Injury Chart

ROLL	EFFECT
1 or Less	The Defender gains (1) Injury Marker
2	The Defender gains (2) Fatigue Markers and (1) Injury Marker
3	The Defender gains the Prone Malady and (1) Injury Marker
4	The Defender gains the Disarmed and Prone Maladies and (1) Injury Marker
5	The Defender gains the Bleeding, Disarmed and Prone Maladies and (1) Injury Marker
6+	The Defender is removed as a Casualty

To Hit Modifier

Attackers Cs vs Defenders Ag	To Hit Modifier
CS \geq Ag x 2	+2
CS \leq Ag x 2	-2
CS > Ag	+1
CS < Ag	-1
CS = Ag	0

DEFEND

When a model is chosen as the target of a Close Combat Attack Action, and it can draw LOS to the Attacker, it may choose to make a Defend Action by spending (1) Action Point. The Attacker suffers a -2 to its to Hit Roll for the current Attack Action. If the Attackers Attack Action fails to hit, the Defend Action is considered to be successful.

CAST

Models may perform a Cast Action to use any Spells that it knows during its Activation. There is no limit to the number of Cast Actions a model can perform, as long as it has the required Action Points. Each spell will have a Targeting Trait, and a Casting Value. The Casting Value is the number of Action Points that must be spent to Cast the Spell. A model may not attempt a Cast Action if the chosen spell has no valid targets, and/or it does not have enough Action Points to Cast the spell. If a spell has a CV of X, the Caster chooses the number before spending Action Points. X must be at least 1. At the end of a models Activation in which it performed a Cast Action, it must take a Concentration Test. This is a Mi Check with a DM of X. X equals the total number of Cast Actions performed by a model that Activation. If the check is failed the model must immediately roll on the Unstable Magic Chart Below.

Unstable Magic Chart

1 or less	The Caster gains (2) Fatigue Markers
2	The Caster gains (1) Injury Marker
3	The Caster gains (2) Fatigue Markers, and (1) Injury Marker
4	The Caster gains (2) Injury Markers
5	The Caster is removed as a Casualty
6+	The Caster is removed as a Casualty and all models within 6" of the Caster must make an Agility Check with a Dm of (1), each model that fails gains (2) Injury Markers

Spell Targeting Traits

CASTING SEQUENCE

- 1- Choose Spell
- 2- Choose Target(s)
- 3- Determine CV
- 4- Spend Action Points
- 5- Resolve Spell

Curse	A single Enemy model in range and LOS
Blessing	A single Friendly model in range and LOS
Nova	All models within Range
Hex	All Enemy models within Range
Aura	All Friendly models within Range
Focused	The Caster
Unique	Spell description will indicate how targets are chosen
Summoning	*See Description

Summoning Spells

Some Spells have the Summoning Spell Targeting Trait, this is a Summoning Spell. If a Summoning Spell is successful, find the relevant model's Stat card and add it to your Warband. A summoned model must be placed with its base wholly within the Spell's Range of the Caster. Summoned models may not Activate the turn they are summoned. Summoned models may perform Actions as normal. A summoned model may only Activate if it is within Control Range of the model that summoned it. For each model in its Control Range that it used a Cast Action to summon, increase the DM of any Concentration Tests for the Caster by +1.

Control Range

A model's Control Range is equal to its Mi Stat x 2 in inches. If a Malady, Ability, Trait, or Spell would lower or increase the Mi stat of the model then its Control Range is immediately affected.

RECOVER

A model may attempt to remove a Malady and/or remove Damage Markers if it is not in Base Contact with an enemy model. A model may only perform a single Recovery Action per turn. To make a Recovery Action, a model must choose any number of Action Points to spend. For each Action point spent, roll a d6, this is referred to as a Recovery Roll. The model may then spend those dice using the Recovery Table. A model may not spend the same dice on multiple effects.

Recovery Table

Dice Roll	Effect
3+	The model may remove (1) Fatigue Marker
5+	The model may remove (1) Malady
6+	The model may remove (1) Injury Marker

Maladies

Maladies are detrimental effects that models may gain from certain Weapon Traits, Abilities or Spells. Most Maladies are removed by using a Recovery Action. Some are removed in other ways and will be in their description. The effect of a Malady is always considered active until the Malady is removed. A model cannot gain a Malady if it currently has one of the same name.

Bleeding	A model affected by Bleeding gains (1) Injury Marker at the end of its Activation.
Blind	A model affected by Blind can only draw LOS to models in Base Contact. In addition, the model receives a -2 Penalty to its Cs and Ag stats
Burning	A model affected by Burning gains (X+1) Injury Markers at the end of its Activation. X equals the number of Injury Markers gained from this Malady during its last Activation.
Disarmed	A model affected by Disarmed may not use any weapons other than its Unarmed Weapon. This Malady is removed at the end of the models next Activation
Disoriented	A model affected by Disoriented suffers a -2 penalty to its Mi stat
Pinned	A model affected by Pinned cannot use the Disengage or Move Actions. This Malady is removed at the end of the models next activation.
Poisoned	A model affected by Poison gains (1) Fatigue Marker at the end of its Activation
Prone	A model affected by Prone does not block LOS, or provide cover and suffers a -2 penalty to its CS and Ag stats. In addition, the model may not perform any Actions. To remove the Prone Malady, a model must spend (1) Action Point at any point during its Activation
Slow	A model affected by Slow treats all Move Actions as Hindered Movement
Stunned	A model affected by Stunned immediately removes (1) Action Point from its Action Pool. Then the Malady is removed.
Terrified	A model affected by Terrified suffers a -2 Penalty to its Mr Stat
Weakened	A model affected by Weakened, suffers a -2 penalty to its Bd stat

Shaken

Some abilities, traits, spells or other rules will cause a model to gain a Shaken Token. A model may never have more than one Shaken Token at a time. If a model has a Shaken Token, at the beginning of its Activation, it must make a Morale (Mr) Check. If the check succeeds, remove the Shaken Token from the model and perform the model's Activation as normal. If the check is failed it must spend all of its available Action Points on Move Actions directly toward the nearest Table Edge. The model will not climb or jump and will move around any impassable terrain and stay 1" away from enemy models taking the shortest possible path. A model that fails its Mr Check and is forced to move toward the nearest table edge does not have to spend any Action Points on a Disengage Action if it is in base contact with an enemy model. If a model's movement brings it into contact with a table edge, the model Flees and is removed as a Casualty.

- Once a model becomes bloodied it gains a Shaken Token.
- If a model is removed as a casualty, all friendly models within 6" and LOS gain a Shaken Token.

Equipment

Below is listed the standard equipment available to all factions. Equipment will have a gold cost (GC) which is used for warband building and a Weight Value (WV), which determines how heavy an item is.

Weapons

When a model makes an Attack Action, it must choose one of the weapons it is equipped with to use. If a model has multiple Close Combat or Ranged Weapons, they may freely choose between them each Attack Action. In addition, Weapons have Traits, which are listed below, along with their effects. Weapon Traits are only in effect after the weapon is chosen for an Attack Action, and are in effect until the model uses another weapon. If a Weapon Trait has (x) after its name, then any additional instances of that Weapon Trait are cumulative. If a weapon has a Malady in its traits, the Malady is gained On-Hit or On-Damage, that will be listed after the Malady.

On-Hit (H)

The Defender of the Attack Action gains the Malady if the Hit Roll was successful (step 4 of the Attack sequence)

On-Damage (D)

The Defender of the Attack Action gains the Malady if the Damage Roll was successful (step 5 of the Attack sequence)

Reload

Ranged Weapons have a Reload Stat. The Reload stat is the number of Attack Actions the Weapon can perform in a single Activation

Range

Ranged weapons will have a Range (x)" in their traits. This determines how far a model can target enemy models with Ranged Attack Actions when choosing that weapon.

UNARMED WEAPON

All models are always considered to have the Unarmed Weapon (ignore this weapon when determining the number of weapons a model has). When making a Close Combat Attack Action using the Unarmed weapon, the Attacker suffers a -2 penalty to its Cs stat for the duration of the Attack Action

ARMOR

Each model may have a single suit of armor. Each suit of armor will have an Armor Value (AV) which will be subtracted from the Attackers Damage Roll (step 5 of the Attack Sequence)

SHIELDS

Each model may have a single Shield. Each shield will have an AV and/or Ag bonus. A model with a Shield also may perform a Defend Action once per turn without spending an Action Point. This Defend Action can be used against Ranged Attacks.

Special items

Each model may only have a single Special Item. Special Items have no WV. Special items will have a Gold Cost and a description of what they do and when they can be used. Special Items are one use only and may be used at any point during a models Activation, unless otherwise stated.

Weapon Traits

<i>Blast</i>	Do not target an enemy model with a weapon with the Blast trait, instead select a point on the table within the weapons range (this can be on a Terrain Feature). Then the Attacker must make a CS Check with a DM of (1). If the CS Check is passed, all models within 2" of the selected point must take an Ag Check. For each model that fails, they are hit by the attack. Proceed to Attack Sequence step 5 and 6. Fully complete the Attack Action for each model before moving onto the next in any order chosen by the Active Player
<i>Dangerous</i>	If a Natural Roll of "1" is rolled during step 4 of the Attack Action, the Attack Action fails and the Attacker gains (2) Injury Markers
<i>Heavy (x)</i>	This model receives a +X bonus to Damage Rolls
<i>Lethal (x)</i>	Increase the DM of Injury Tests by X
<i>Non-Lethal</i>	Treat all results on the Injury Table as "The Defender gains (1) Fatigue Marker".
<i>Piercing (x)</i>	Reduce the Defenders AV by (X)
<i>Precise (x)</i>	This model receives a +X bonus to it's To Hit Rolls
<i>Quick Shot</i>	Ranged Attack Actions do not suffer the On the Move Penalty for Attack Actions made with this weapon.
<i>Reach</i>	This model may make a Close Combat Attack Action against an enemy model if it is within (x)" instead of base contact
<i>Two Handed</i>	A model may not use the free Defend Action or any Shield bonus, if they are using a Weapon with the Two Handed Trait

Close Combat Weapons

NAME	WV	GC	TRAITS
Unarmed	0	0	Non-Lethal
Hand Weapon	1	5	None
Large Weapon	2	20	Piercing (1), Heavy (1), Two Handed
Flail	1	15	Heavy (1)
Staff	1	5	Non-Lethal, Reach (2)
Spear	1	10	Reach (2)
Polearm	2	15	Reach (2), Heavy (1), Two Handed
Paired Weapons	2	10	Precise (1), Two Handed

Ranged Weapons

NAME	Reload	WV	GC	TRAITS
Bow	2	1	10	Range (18)"
Longbow	1	1	15	Range (24)", Piercing (1)
Crossbow	1	2	25	Range (18)", Heavy (1), Piercing (1)
Thrown Weapons	2	0	5	Range (6)", Quick Shot
Javelin	1	1	15	Range (12)", Heavy (1)

Special Items

NAME	GC	DESCRIPTION
Antidote	5	Choose this model or a model in base contact. The chosen model removes a single Malady
Health Potion	10	Choose this model or a model in base contact. The chosen model removes up to (2) injury Markers
Fatigue Potion	10	Choose this model or a model in base contact Remove all Fatigue Markers from the chosen model.
Rope	5	Climbing during a Movement Actions is not considered Hindered Movement during an Activation in which a model uses this item.

Armor

Shields

NAME	WV	AV	GC	NAME	WV	AV	AG	GC
Light Armor	1	1	30	Buckler	0	0	0	25
Medium Armor	2	2	45	Light Shield	1	0	+1	35
Heavy Armor	3	3	60	Heavy Shield	2	+1	0	35

Warband Creation

A Warband in Gore and Glory is created by recruiting models with Glory (Gl), and Equipment for those models with Gold. When creating your Warband you must first choose a Faction. Your Faction will have the Characters available for your models. Your Faction will also include any additional special rules and Equipment that you may use to build your Warband. A Warband can contain a maximum of 15 models. A standard game is 500 Glory. This means the total Glory Cost of all models in a warband may not exceed 500. The process for building each model in your warband is described below.

1- Choose Character

Choose a Character for your model. Write in any Stats from that Character along with any traits or Abilities on the models Character Card. Each Character costs an amount of Glory listed in its entry.

2- Choose Class

Choose a Class for your model, then write in any Stats from that Class on the models Character Card. In addition, the model gains all Traits and Abilities of the chosen Class

Spellcasters

Any Character may be a Spellcaster for +20 Gl. If a model's Class or Character is listed as a Spellcaster, then it does not have to pay the additional 20 Gl. If a model is a Spellcaster it knows all spells from the Universal and its Factions Spell Lists if it has one

3- Choose Level

Choose the level for your model from 1 to 5. The model's level determines its Glory cost listed in the chart below. This cost is added to the Glory cost of the Character. A model gains a number of upgrade points depending on their level. These upgrade points may be used to customize your Characters. The Upgrade Point cost for each upgrade is listed in its description as x/x/x/x. You will play the Glory cost for each time you take the Upgrade to a maximum of 4 times each.

Level	Glory Cost	Upgrade Points
1	15	1
2	30	3
3	45	5
4	60	7
5	75	9

Character Upgrades

Trait 1/1/2/4

Choose a Trait from the Traits List (Traits marked with * may not be chosen).

Skill Increase 1/1/2/2

The Model may increase its Cs, or Mi stat by 1

Physical Increase 1/2/2/4

The Model may increase its Ag or Bd, stat by 1. Each Stat may be increased by a maximum of +2

4- Determine Gold

For a standard game of Gore and Glory, you have 350 gold to spend. Add all gold gained through Traits or Faction rules. This is your Gold Pool which can be spent on Equipment for your Characters. All models in a Warband can purchase equipment using gold from the Gold Pool, and there is no limit to the amount of Gold each Character can spend.

Unspent Upgrade Points

If a model has any unspent Upgrade Points, it may exchange a single point to a maximum of its level, to receive an additional 10 gold to spend on equipment per point exchanged. This Gold can only be spent on the Character that exchanged the Upgrade Points

Unspent Glory Points

Any additional Glory left over from Character Creation may be used for additional Gold. For every 5 Glory, gain 10 Gold. This Gold is added to your Gold Pool

5- Buy Equipment

Each Character may then purchase equipment (costs listed with their descriptions). Each Character may have a total of 3 Weapons (not including the Unarmed Weapon). They may also purchase one suit of Armor, a shield, and a Special Item. Any unspent Gold is lost

Encumbered

Each piece of equipment has a Weight Value (WV). Add the total weight value of each Character's Equipment and write it on your Character Card. If at any point during a game, a model's total WV is greater than its Body stat, it is Encumbered. Encumbered models receive a -2 penalty to their Cs and Ag Stats. A model can lose Encumbered if at any point during a game, its WV becomes equal to or less than its Body stat.

Start of Game

- 1-Generate and Place Terrain
- 2-Determine Deployment Zone
- 3-Place Objective Markers
- 4-Determine Mission
- 5-Deploy Warbands

1- Generate and Place Terrain

Each table will have a total of 8 Pieces of terrain generated from the D6 table below. Each Player will roll 4d6 and reroll any duplicate results until there are no more than two of any results per Player. The Player that has the highest total of their 4d6 is the Attacker and the other player is the Defender. The Defender will place all eight Terrain Features. Terrain Features may not be placed within 1" of any table edge and 2" of another Terrain Feature. Any area of the gaming area that does not have a terrain feature is considered

Open Ground

D6	TERRAIN FEATURE	RULES
1	IMPASSABLE	Models may not move through or be placed on Impassable Terrain
2	CONCEALING	If a model is Wholly Within Concealing Terrain, no model may target it unless they are within 3"
3	BARRICADE	Models receiving Cover from Barricade Terrain gain an additional +2 bonus to their AG stat
4	BLOCKING	LOS may not be drawn into or through Blocking Terrain. Models wholly within Blocking Terrain may draw LOS to other models within the same Blocking Terrain
5	DANGEROUS	Any model that moves through Dangerous Terrain must roll a D6 after each Move Action is completed. On a Natural Roll of 1 - 3 that model gains an Injury Marker
6	DIFFICULT	All movement in Difficult Terrain is Hindered Movement

2- Determine Deployment Zone

Roll a single D6 and consult the deployment zone chart. Each player's Deployment Zone is determined by either Red or Blue. A player may have more than one Deployment Zone. Each is considered their Deployment Zone. The Attacker chooses either Red or Blue Deployment Zone, the other Deployment Zone belongs to the other Player.

3- Place Objective Markers

The Attacker may choose to place Objective Markers first or second. Each Objective Marker is named in the order it was placed. Example, the first Objective Marker placed is Objective 1, the second is Objective Marker 2 etc. Each player will alternate placing Objective Markers until each player has placed three total. Each player must place one Objective Marker wholly in their opponent's Deployment Zone, one Wholly Within their Deployment Zone, and one not in any Deployment Zone. In addition, no Objective Markers can be placed within 4" of another Objective Marker, or within 2" of a Table edge. Objective Markers must be placed Wholly Within Open Ground, or a Terrain Feature where it can lay flat.

Objective Markers

Each Objective Marker is on a 30mm base and does not block LOS. Models may move through Objective Markers as if they were Open Ground but may not end any part of their movement on an Objective Marker. If a rule would cause a model to be placed on an Objective Marker, move that model to as close to a legal position as possible.

Controlling an Objective Marker

An Objective Marker is considered controlled by a Player if they have at least one model within 1" of an Objective Marker and no enemy models within 1" of the Objective Marker. A model cannot control an Objective Marker if it has an enemy model within 1" of its Volume.

4- Determine Mission

Roll a single D6 and consult the Mission chart below. This is the Primary Mission each player can score. Then, each player will choose a Mission from the remaining available. This is the Secondary Mission, and each player reveals their choice simultaneously after each player has made their choice. Secondary Missions can only be scored by the player that chose it. Finally, each Player will then secretly choose another Mission. This can be a duplicate of another chosen mission. If the Mission is completed it will gain Victory Points for both Primary/Secondary and Secret Mission. Each Player's Secret Mission and is revealed simultaneously at the start of the last turn before the Active Objectives are determined. Missions are scored at the end of the final Scoring Phase

MISSION I

CONQUER

Control ONE Objective Marker in an enemy Deployment Zone

MISSION II

HOLD

Control ONE Objective Marker in a friendly Deployment Zone

MISSION III

LOOT

Control ONE Objective Marker that is not in a Deployment Zone

MISSION IV

DOMINATE

Control MORE Objective Markers

MISSION V

EXPEL

NO enemy models are within 4" of the center of the table

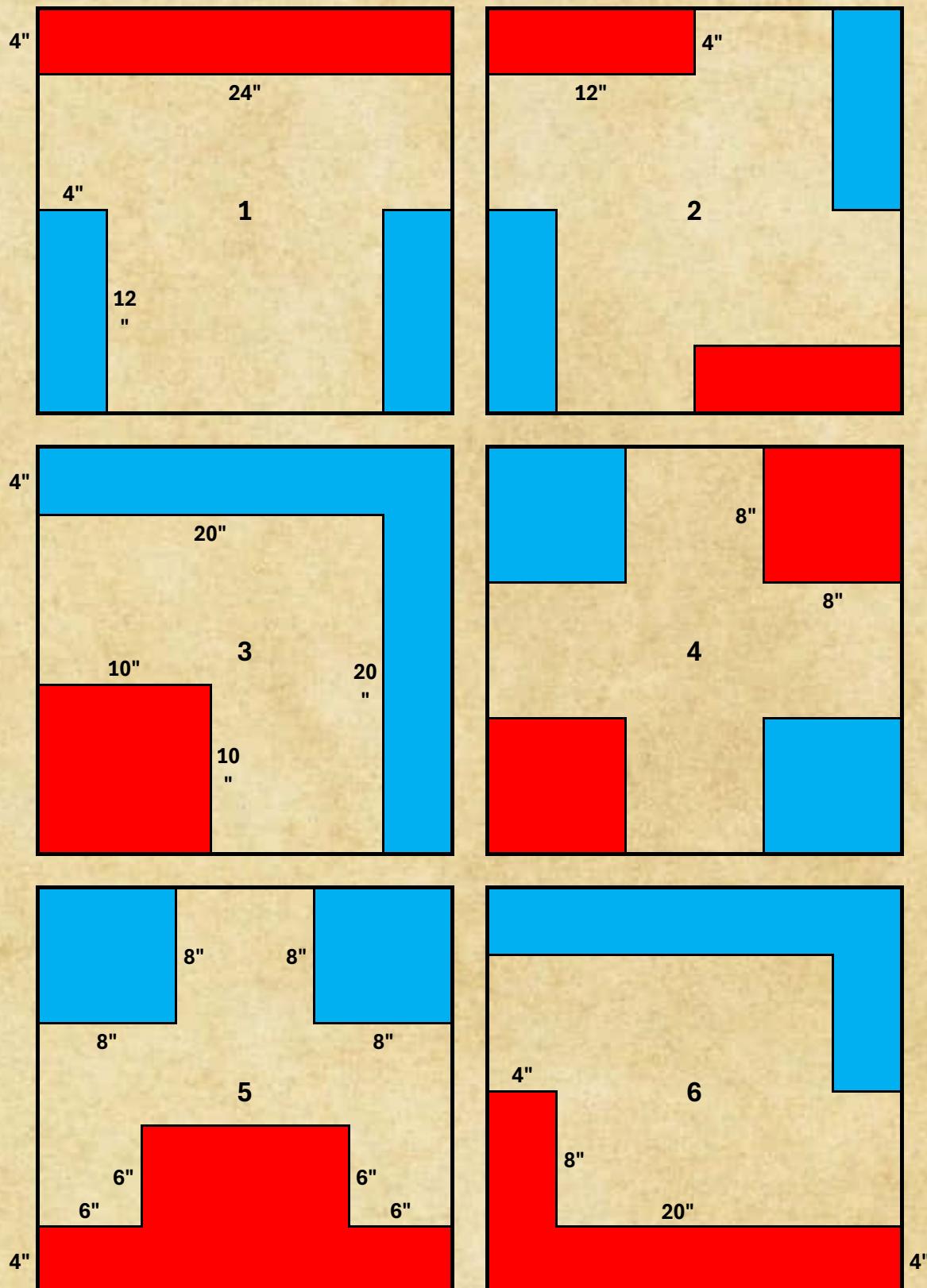
MISSION VI

CONTAIN

NO enemy models are within 2" of any table edge

5- Deploy Warbands

Starting with the Attacker, each player will deploy their entire warbands wholly within their Deployment Zone(s). If a player has multiple Deployment Zones, it must deploy at least one model in each zone. After each Player has finished deploying, resolve all other Deployment traits or rules then move onto the first turn



Turn Order

1- Objective Phase

2- Activations Phase

3- Scoring Phase

A game of Gore and Glory is played for 5 Turns. During each Turn, both players will Activate their models and perform Actions to kill their opponent's model's and score Objectives. Each Turn is broken down into Three Phases, which are described below. The winner is determined by the player with the most Victory Points at the end of the final Scoring Phase

1- Objective Phase

Each Player will roll a D6. The corresponding Objective Marker(s) are considered Active. If each player rolls the same Objective Marker, then only the single Objective Marker is Active. Active Objectives Markers are worth additional Victory Points during the Scoring Phase as described later. After Active Objectives have been determined, all models gain Action Points equal to their Action Pool and the turn moves to the Activations Phase.

2- Activations Phase

At the beginning of the first Activations Phase, each player will roll a d6 (rerolling ties). The player that rolled the highest will be the Active Player for that turn. In subsequent Activation Phases the last Reactive Player of the previous Turn becomes the Active Player. Then each player will count the total number of models they have on the table. The player with the fewest number of models will get the difference in model count in Passes. Then starting with the Active Player, each player will alternate Activating their models one at a time. A player with any Passes may choose to use a Pass instead of an Activation, forcing their opponent to Activate another model. A Player may not Pass in consecutive Activations. Once each player has Activated all their models, then the Activations Phase ends, and the turn moves to the Scoring Phase.

3- Scoring Phase

At the beginning of each Scoring Phase, each player will determine how many Objective Markers they Control. For every two Objective Markers that are controlled, the Player controlling them gains (1) VP. If an Active Objective Marker is controlled, the controlling Player gains (1) VP. If there is a single Active Objective Marker, then the controlling Player instead gains (2) VPs. In addition, the Warband that lost the fewest number of models as Casualties in a turn also gains (1) VP. If the number of Casualty models is a tie, neither player receives a VP. At the end of the Scoring Phase, all models remove unspent Action Points, and the next turn will begin with its Objectives Phase. At the end of the 5th Game Turn's Scoring Phase, the game ends, and each Player will add up their Victory Points gained during the game, and any gained for completed Missions. The player with the most Victory Points is the Winner.